PHOBOS

Nyhetsblad for Ares – kun for medlemmer

Nr. 279, onsdag 14. februar 2001

REDAKSJONELT

Bjølsen-Ares har vært gjennom en større omkalfatring, i forbindelse med oppussing av lokalene. Dessverre gikk dette hardt ut over den *War in Europe*-kampanjen man hadde stående i foreningens spillskap (bikket på under flytting utført av inkompetente ikke-spillere!). Kampanjen var nok på hell uansett, men sånt er selvsagt alltid irriterende. Men så ble det i det minste orden på Felleshuset igjen etter Den Store Lakkingen; i og med at vi nå kan få adgang til å bruke noe av lokalene i 2. etasje igjen, er det til og med (teoretisk) blitt bedre plass! Under den to-onsdagers «lakunen» i slutten av januar, ble det faktisk også avholdt Ares-sammenkomst – som lovet i tidligere PHOBOS var det mulig å komme en tur hjem til Johannes H. Berg og spille, og det fungerte for så vidt greit for de som gadd å komme. Men vi er glade over å være tilbake i egne lokaler igjen. Det skal bli spennende å se hvilket aktivitetsnivå vi kan klare å oppnå etter et slikt avbrekk.

Nå har jo søkningen på flere av de siste spillkveldene våre vært riktig så god, og inntil videre er det i hvert fall ikke noe å si på oppmøtet. Brettspillerne har hatt en rekke, varierte tilbud fremme, og kommer nok snart igang igjen med et nytt «monster», skulle vi tro. Derimot begynner det å bli en stund siden vi hadde noe aktivt rollespilltilbud, noe som bl.a. skyldes den før nevnte dårlige plassen, men også en viss ond sirkel-effekt: for å holde en aktiv rollespill-kampanje, bør man helst få nok rollespillere innom til at det alltid er minst ett bord (helst tre!) med spilling, men dersom man ført kommer under dette kritiske tallet, blir det mindre sjanse for at det dukker opp nok spillere neste gang, osv.

Dette får vi se om vi får gjort noe med; som sagt er det litt mindre problematisk med plassen fremover, og det er godt mulig at det triveligere aspektet ved de nyoppussede lokalene gjør det litt mer sannsynlig at vi kan bli her i lengre tid fremover. Med mindre søkningen skulle øke veldig, da – det begynner nok fortsatt å bli trangt dersom antallet fremmøtte skulle passere 30 stykker. Dessuten må vi nå begynne å komme i gang med et vaskeliste-system igjen! Pene, nye gulv og alt det der…

DEFCON V-2000

ALLEREDE FØRSTKOMMENDE HELG!

(se egen omtale side 2)

Gratis spillkongress!

DEFCON 2001.1

lørdag 17. februar
+ søndag 18. februar
Universitetets lokaler, Ullevål Stadion

Et arrangement for alle med interesse for strategispill og konfliktsimulering. Vi kan by på et bredt utvalg av krigsspill, historiske miniatyrspill og brettspill; presentasjoner av "klassikere" og nye spill (opplæring vil bli gitt...). Enten du liker *Samurai Swords* eller *Advanced Civilization*, *War in Europe* eller *Age of Renaissance*, får du nå muligheten til å prøve deg mot nye motspillere – eller du kan bli introdusert til hva disse spillene går ut på!

Har du interesse for miniatyrspill, er også DEFCON noe for deg: Vi kommer til å ha en rekke figurbaserte konfliktspill fra fortid så vel som fremtid. Dersom du tror at militære miniatyrer er «bare tinnsoldater», kan vi prøve å korrigere fordommene dine!

Universitetets lokaler på Ullevål Stadion ligger i 2. etasje, med inngang mellom Burger King og ICA. Det vil være skiltet!
Offentlig transport: T-banelinje 5 retning Sognsvann til Ullevål Stadion stasjon, alternativt busslinjene 23 eller 25.
Rett ved Store Ringvei; god plass i den lokale parkeringen i helgene.

DEFCON har åpent lørdag 12-24 og søndag 12-20. Vi har også filmprogram (velg selv blant forrige århundres beste krigsfilmer!), matsalg og rikelige muligheter til sosialt samvær og fri spilling. Hvis du ønsker å kontakte oss direkte, mail eller ring: Geir Aalberg – geir@fandom.no (90 74 82 24) eller Johannes Berg – jhberg@fandom.no (92 08 13 65). Gratis adgang!

Er du interessert i historie & konfliktspill? Kom på DEFCON!

SAMLING FOR NORSKE SPILLSKAPERE

Stiftelsen Norske Rollespill arrangerer en samling for rollespillskapere den 9. - 11. MARS, på Ringebu Folkehøyskole. Vi stiller med tegne- og skriveutstyr, vi gir deg mat hele helgen, og en seng å sove i (med sengetøy).

Du må sende oss en skriftlig eller elektronisk påmelding, og betale et påmeldingsgebyr på 300 kroner innen 15.FEBRUAR for å bli med. Hele påmeldingsgebyret blir refundert ved oppmøte på samlingen (for å sikre seriøse påmeldinger). Det vil si at samlingen kun koster reisen! Vi trår også til med reisestøtte som gjør at de som betaler mest for å komme til samlingen, får redusert sine reisekostnader (billigste reiseform, ta vare på kvitteringer).

PROGRAMMET er ennå ikke spikret. Det vil basere seg mye på egenaktivitet, men vi håper mesteparten av det følgende lar seg gjennomføre:

FREDAG 9.MARS
Etter anløp Ringebu blir det installering, kveldsmat og sosialt samvær fredag kveld. Gode muligheter for spilling!
LØRDAG 10.MARS
Frokost serveres fra klokken 08.00
09.00 ... Foredrag: Rollespillets historie, K. Refseth
10.00 ... Metodeverksted, ledes av T. Mørkrid
Nons serveres fra 12.00 (suppe og brød)
12.45 ... Presentasjon: Rollespillet Draug, Matthijs Holter
13.00 ... Presentasjon: Rollespillet Nuron, Magnus Jacobson
13.15 ... Metodeverksted fortsetter
16.00 ... Rapport om forskning på rollespill, U. Mortensen
Middag serveres fra 17.00
18.00 ... Tildeling av stipender til norske spillskapere!
18.15 ... Presentasjon: Rollespillet S.N.O.W.,
18.30 ... Presentasjon: Rollespillet Ecalision, Brekke og Kløven
18.45 ... Metodeverksted fortsetter (spilltesting?)
Sosial omgang, kaffe og kappfortelling av minneverdige opplevelser fra rollespill utover kvelden ... (gjesp)
SØNDAG 11.MARS
Frokost serveres fra klokken 08.00
09.00 ... Foredrag: Rollespill som uttrykksform, T. Mørkrid
10.00 ... Miljøverksted, ledes av M. Holter
Nons serveres fra 12.00 (suppe og brød)
12.45 ... Presentasjon: Rollespillet "Systemet", Oddgeir Drevdal
13.00 ... Presentasjon: åpen for ukjente rollespill (si fra i påmelding)
13.30 ... Miljøverksted fortsetter
16.00 ...mulighet for å slutte seg til "Opprop om rollespill", avslutning
Middag serveres fra 17.00
... og etter middagen, med fulle mager og hoder, drar vi hjem ...

Formålet med samlingen er å utveksle erfaringer, knytte kontakter, teste ut samarbeidsevner, være kreative, få ideer, se hva som skjer, og muligens sende ut et OPPROP om rollespillets rolle i det norske samfunn! Det er mulighet for gruppesamlinger på egne rom, ingen er nødt til å følge programmet. Spre denne informasjonen til alle du tror kan ha interesse av den. Meld deg på!

PÅMELDING OG BETALING: *Norske Rollespill, Rundtjernveien 23 D, 0672 OSLO*
tomas.hvm@c2i.net ***kontonr: 6094.05.58746***

Vennlig hilsen
Tomas H.V. Mørkrid – leder for stiftelsen Norske Rollespill

EX CATHEDRA #179

(spalten til Johannes H. Berg, styremedlem i Ares, administrator for ARCON)

DefCon V-2000 er nå «back in business»! Det bød seg plutselig en anledning til å kjøre dette arrangementet førstkommende helg, og den alltid like initiativrike DefCon-komitéen (Geir Aalberg, Jørn Uno Myrvoll og undertegnede) fant at det kunne være like greit å ~~få spetakkelet overstått~~ arrangere en ny, seierrik sammenkomst. Dessuten er det ikke den første DefCon'en som blir arrangert med en forholdsvis begrenset «lead time», og PR'en har jo ofte ikke kommet ut til publikum mer enn én uke i forveien uansett. Tema denne gang er Nord-Afrika-felttoget, siden det var ett av de få aktive frontavsnittene under 2. Verdenskrig i februar 1941 (vi følger da altså den konvensjonen om «60 years ago today» som vi stort sett har brukt på de fire siste, «nye» DefCon'ene). Kanskje det blir pasta som fór denne gang?

Vi regner med at mye av det som kan krype & gå på krigsspill-fronten (sic!) vil dukke opp på Ullevål Stadion nå til helgen. Det skal i det minste bli spennende å se om det er noen som har lyst til å prøve seg på *Campaign for North Africa*, SPIs gamle mega-monster for felttoget (med Afrikakorpset og 8. Armé på **bataljons**nivå!), som undertegnede hadde tenkt å grave frem for anledningen. Dette spillet er ikke minst karakterisert ved et meget omfattende logistikk-system, hvor man bl.a. har flere brikker for lastebiler enn stridende styrker... Ellers er det jo nok av spill med nevnte felttog som tema, inkludert den eldgamle Avalon Hill-klassikeren Afrika Korps, kjent for «The Pink Panzers», og en av mine egne favoritter blant obskure men originale og spennende designs, WWWs *Desert Rats*.

Eller kanskje vi bare skal bla frem et scenario fra Europa eller War in Europe? Begge disse digre spillsystemene er det selvfølgelig aktuelt å demonstrere / lære opp folk i under en DefCon, men vi får se hva kapasiteten vår og interessen tilsier. Uansett vil det bli nok av små og store spill å prøve seg på, og vi håper selvsagt at alle PHOBOS' lesere slutter mannsterkt opp om DefCon.

Vi er fremdeles interessert i å høre fra dere, om det er et aller annet som man skulle ønske å være med på, eller arrangere selv. For å sitere litt fra den offisielle innkallelsen som gikk ut over Nettet: «Og hvorfor ikke ta med deg ditt favorittspill; kanskje du kan få introdusert det til noen som blir en ivrig motspiller i årene fremover?»

Johannes H. Berg

OSLO

SPILLFORUM

SØNDAG 25/2

SimuleringsSpillHobbyens Selektive Sentralkomité, (også kjent som Johannes H. Berg) står fremdeles for disse sosiale treffene. Ja, nå er det ikke så lenge igjen til neste sammenkomst; det blir søndag 25. februar, og dette er faktisk det siste PHOBOSet før denne datoen. For de av dere som måtte lese dette i seneste laget deretter, så er det bare fire uker senere at vi kjører noe neste gang: 25. mars. SSHSS vil gjerne høre fra alle som måtte være interessert i å komme – om ikke annet, så av rent logistiske hensyn. Som så ofte før foregår Spillforum hjemme hos SSHSS (Tuengen Allé 10) fra kl. 1500 (som jo er det tradisjonelle starttidspunkt), og dette er altså noen uker til – men pass på å få med deg denne sosiale begivenheten! Kontakt Johannes (snakk med ham på Ares, eller ring 92 08 13 65 eller 22 14 41 63 / mail ham på jhberg@fandom.no) hvis du er interessert i å komme.

AFTER ACTION: EUROPA

«The Fight Against Fascism»

DEL VI

(forts. fra PHOBOS 278)

Second Front-scenario og spillrapport fremskaffet av Fred Førde

June 1944 Special

C, C

Axis Player Turn

In Italy a few units slip into the mountain passes leading across into France while the Arno line is strengthened. Theatre Command designates La Spezia a National Socialist hero city and forms it into a western redoubt, anchoring the line against the Allied advance.
In France around the allied beachhead at Cannes a slight withdrawal is made. Toulon is abandoned to its fate with 2nd rate troops holding the fortress while Marseilles is garrisoned to hold as long as possible. the cadre in Lyon is strengthened by the arrival of a SS PzG XX and Tiger battalion while the area around Clermont is abandoned as the Loire line is reinforced as more and more infantry units arrive. Around the smoking beachhead on Bolougne the Germans withdraw 16 miles to avoid a three hex attack on their position to the boos and hisses of the watching allies. From Dunkirk, V-1 rockets scorch across the sky and impact into London docklands, requiring Fighter Command to beef up its defences.

Allied Player Turn

Calais is assaulted by US infantry and engineers who destroy half the defenders and force the remaining Eastern Troops to flee along the coast.
At Nantes a joint Canadian-British attack surrounds and destroys the defenders, cutting across the mouth of the Loire and threatening Brittany. Around Tours several attacks wipe out some German static units unfortunate enough to be caught in the growing British advance in the region. Stragglers around Clermont are gobbled up and spat into the dead pile.
A French attack across the Rhone west of Avignon fails to dislodge the German defence, especially annoying is the Aborting of 4 GS aircraft by a single LW AA unit.
The beach head around Cannes is expanded further as toulon is assaulted for a HX result and the Paras push north west towards the Rhone over the broken country side.
In Italy, caution is thrown to one side as the border is crossed from France to outflank the German line.
In the mountain passes several defenders are crushed while Pavona is overrun by the South African Armoured and other motorised odds and sods while a Motorised 82nd AB XX attacks and seizes Genoa.
At Festung La Spezia, Poles, Kiwis and Brits attack the city and seize it courtesy of some heavy GS flown by the USAAF. So much for the invulnerable redoubt theory. East of Florence, Indian and Polish Mountain units force back the RSI/SS defenders in the mountains while on the coast of the Adriatic a US Corp treats harshly a joint RSI/PzG stack and blows it away for a HX.
In the exploitation phase Milan falls to the Springboks with Mussolini escaping just in time to take up residence in Trieste. The US 1st Armored and 34th Motorised Infantry enter Ravenna before swinging inland towards Bologna.
In France the Canadians advance to Nevers and the 7th Armoured to Dijon. The bridgehead over the Loire is expanded near Tours and the 1st Armoured enters Rennes while recon units enter an empty Brittany to seize some minor ports along the Channel coast.

June II 44

C, C

Axis Player Turn

In Italy 35 REs worth of units arrive from the South East. The Allied commander groans and curses his recklessness the turn before. The reinforcements are mainly SS Mountain, Lt Infantry, Cavalry, engineers and artillery. The forts along the Po are manned and Florence abandoned. Troops in the west scuttle to Torino and a shield is thrown around Bologna. RSI Static units are positioned as speed bumps in the way of the Allies.
In France a Westwall Emergency is declared (British in Dijon) and a general retreat is begun from the Loire, Brittany, Normandy to the prepared line of fortifications along the Seine River. C/M units (assorted SS and Heer riff raf) head to Dijon while a temporary stop line is set up around Orleans to slow the British advance. Overhead the remnants of the LW rebase into Germany while positional AA takes up posts in the Westwall itself, ready to provide cover for the planned defenders.

Allied Player Turn

The US begins to lurch out of the beachhead (rapidly in danger of becoming a beached whale) by forcing the defenders of St Omer back and seizing the town. The Orleans stop line is shattered as some cadres are destroyed by advancing British units who now have Paris in their eyes. At Dijon a joint Canadian/British attack pushes the SS defenders back but fails to make a significant breakthrough. Every where British units push ahead to catch the retreating Germans but are delayed by blown bridges and carefully placed rear guards.
In Italy Turin falls to a British Corp while a fratricidal battle occurs between RSI Static troops and Allied Italians (supported by the Poles) and a nasty EX results. Elsewhere a German Infantry stack is eaten up by a polygot force of Poles, NZ, SA, British, Indians and US west of Mantova. This attack allows a turning of the Po River line and traps the German 2nd Pz XX in Brescia. In the exploitation phase, US units seize Modena, trapping units in Bologna and breaking the heart of the German commander.
In France, the exploiting British overrun units in the southern part of the Seine line (not fortified) and wheel north to arrive just outside the city of Paris.

Jul I 44

C, C

Axis Player Turn

In Italy the withdrawal to the Po continues, Bologna is abandoned and Light, Mountain and cavalry units are sent over the Alps towards France.
The Seine line is strengthened and the defences around the US units in Flanders are shuffled about to try and spare some units for the south. Paris is declared a Festung and reinforced by more units while a screen is thrown up across the Marne river to prevent a rapid British breakthrough to the beachhead.

Allied Player Turn

32 Transports and Gliders gather in the UK, along with a bundle of special forces and paratroopers. The German High Command spits and dares them to land in Berlin. The Guards Armoured Corp is rebuilt in Spain and starts marching to rejoin the main battle line. The French endeavour to crush the Avignon pocket and courtesy of surrounded ZoCs are successful in destroying the Germans. A joint Canadian-British attack near Rouen over the Seine is able to push over the river but at heavy losses to themselves (HX rolled) while south of here another attack is blocked by the fortified defenders (AS). Elsewhere the British have a slight pause while it deals with rogue German XXs running about in their rear and wait while the slower moving support units snake their way up to the front line. Paris remains untouched, to the mortal indignation of De Gaulle who demands the city be liberated toot sweet! Churchill ignores him and swigs another brandy.
The US Army begins its delayed breakout by slamming into an SS Corp defending Abbeville and forces them out of the town for heavy US losses (EX) while at Bethune a corp of SS and Heer are forced out of the town (DR - despite 8:1 odds!!). The defence holds, but cracks are beginning to appear.....
In Italy, Brescia falls to an overwhelming allied attack while US units try and seize Ferrara but are repulsed by some SS police armed with truncheons. The big victory of the turn is the surrounding and capture of various units fleeing Bologna by US forces. AT Verona a British, SA, NZ, Polish attack fails to budge the defenders despite massive GS from the USAAF thunderbolts. In a rare show of defiance the LW actually try to intercept but are generally ineffective.

July II 44

C, C

Axis Player Turn

In Italy all surviving units are now "secure" behind the Po and Adige Rivers. Despite this, more forts are constructed behind the Piave River. Hitler declares there will forever be a part of Italy that is German! But then he was a nutter. Cossack cavalry enters the Vosges region of France accompanied by SS Mountain and OKW light units. Around the Flanders beachhead units are shuffled to try and maintain

the line while some are slipped off to man the Seine and Marne lines. Two hexes are abandoned to avoid three stack US attacks. The beachhead grows.....

Allied Player Turn

"The Breakout"

In Italy the allies make an effort to break the Po Line. the Luftwaffe is slaughtered trying to prevent the massive allied air offensive. Flooding of the canal intensive hexes fails miserably, obviously due to the height of summer being upon the region (rolled unsuccessfully for all hexes). South east of Rovgio a US attack goes in and despite rolling a DR, the thoughtful positioning of SS Political Police just behind the trenches turns the battle into a blood bath and wipes out the defenders for the cost of a few thousand easily replaced US infantry. North east of Ferrara defensive AA aborts 5 out of 6 GS aircraft and causes the attack to fail (AS). At Legnago the Poles are crippled in a brutal EX roll which cadres two German C/M units.

The line holds, but it is battered and smoking, with a nasty gap near Rovigo.

In France around Dijon, the British advance has sucked most of the German motorised and mechanised units towards it. Three British Corps attack the 9th Pz XX and cripple it with a DH result. North and South of Dijon, French and British units attack two SS corps in concentric attacks with lots of GS flown overhead. Both stacks are surrounded and destroyed for HX results. Berlin explodes in fury and spins about on the bunker floor and blames the bolshevik-jewish alliance for providing loaded dice. The 1st SSF slides through the gaps to enter the mountains north of Besancon. West of Beavais, Canadian and British infantry polish off a weak Corp again courtesy of SS Political Police turning a DR into an EX. Hitler orders that all Political Police be round and shot. They spend the next few weeks arresting one another before Goering intervenes and stop the silliness. in the Bordeuax region, the Portuguese and Guards Corp finish off an isolated German Corp in Areachon.

Around the beachhead, the US Army gets serious and batters the defenders. North east of Lille two US Corps attack some paratroopers, infantry and a Panzer cadre rolling a DH on them. At Arras, despite AA beating off a third of the GS aircraft, the defenders are bounced out for a HX result while west of the town the Germans are pushed back with a DR to the Somme (despite two thirds of GS aircraft being beaten off - a curse on AA!). A 32 mile gap is blown in the line and the US Tank crews start salivating at the thought of the upcoming exploitation phase.....

Exploitation: "The Charge"

In Italy the 2nd Armored, 34th Motorised Infantry and an AA regiment overrun a cadre of Croatians and push into Padova, breaching the second line of the Po network. Millions of Reichmarks of fortifications are made redundant.

In France, French and British Motorised and Mechanised units sprint into Nancy while a British Corp pushes in to liberate Luxembourg. Out of the beachhead the US Army pushes into Valenciennes and onto the outskirts of Brussels.

The German line is in tatters and suddenly the units around Paris and the Seine are looking isolated from the rest of the Fatherland. The borders of Germany lie open from Luxembourg to Strasburg and those units that could make a difference are caught behind the spreading tentacles of the US Army in Flanders.

Time to call out the Hitler Youth.....

Aug I 44

C, C

Axis Player Turn

Italy - a retreat is made to behind the prepared forts of the Piave River and into the mountains around Trento, but several units are unable to make the safety of the defences and are left behind to face the Allied juggernaut.

France - all available units are sent to the Westwall, German High Command is facing a crisis with only a few units available for manning the forts between Strasburg and Luxembourg. Wehrkreis V and XII are called to arms and sent into the Westwall positions. A new line is set up in Belgium with all C/M units in the area making it safely to the positions but many units are left dotted in the landscape of MR 1, 2 and 6. Paris and Lille are declared Festungs by Berlin and orders are issued for every man to fight to the last and turn the cities into deathtraps for the Allies. To threaten the British advance a Pz/PzG group gathers just outside Luxembourg.

Allied Player Turn

Massive waves of Allied fighter and bomber support swarm across northern France. The US Army flexes it muscle and attack Brussels, Gent, St Niklaas, Dunkirk, Lille and mop up numerous units in MR 1 and 2. Brussels holds but most other units are destroyed by the Americans. The numerous losses of US dog-faces is ignored by Churchill who merely swigs more brandy and points at his US RP pool. British units drive on Amien and link hands with the advancing US forces. In Paris Canadians and British forces supported by the funnies of 79th Armoured XX seize two hexes of the French capital, accidentally shelling the Eiffel tower into oblivion in the massive artillery bombardment. Sacre bleu! A large gap has developed between the seperate arms of the British advance from Paris to Nancy and several units struggle to find good defensive positions in case of a German counter-attack. The British abandon Luxembourg and swing south to cover the Franco-British Assault on Baden-Baden and Colmar. The Canadian Armoured Corp arrives in Nancy to provide a mobile reserve and exploitation force.

Crossing the Rhine

The French attack over the river relying on long range fighter and bomber support. Luckily the weak German Reserve and Training units are no match for the Goums of Algeria and the town is seized for some minor French losses (HX). At Colmar the British are repulsed by storng defences for minimal losses but in conjunction with another French Corp, the British 7th Armoured XX crosses the Rhine into Mulhouse after destroying some weak German units armed with pea shooters and hope. The Rhine and Westwall are breached beyond repair.

In Italy, the US Army mops up the rearguards and takes Vicenzia and Treviso. Units are shuffled about and the thin crust of forces around Trento are eyed speculatively. Indian and Polish mountain troops announce they are up to the task of attacking into Austria.....

Exploitation Phase

The gap yawning between Nancy and Paris is partially filled and a lose net thrown across the front line, the main hope is that the Germans are more concerned with defending what they hold that any death or glory charge by the remaining C/M units in Belgium. The French Armoured Corp goes slightly crazy and overruns their way into Karlsrue and Mannheim, catching a bomber fleet on the ground and destroying it. The Canadians, British and Indians expand the bridgehead further while at Mulhouse the Czechs, Tank Brigades and AA Ills slip over the river into the Black Forset, where they are promptly lost and need to follow a trail of breadcrumbs.

Aug II 44

C, C

Axis Player Turn

The Piave line is reshuffled with RSI Units taking over from SS Mountain units who are sent north to the fatherland to join the Battle for Mannheim where PzG units attack the French cadres holding the city. A massive air battle occurs as the Luftwaffe attempts to gain air superiority. The Allied air command is soundly thrashed and numerous LW bombers attack the city. French AA is totally ineffective in holding off the GS Aircraft and the Germans confidently launch their attack at 5:1. An AS is rolled when -4 ATEC is accounted for. Rats. Units are pulled back to the Meuse River defence line and into the Westwall with an all out effort made to seal the breach over the Rhine. In the exploitation phase C/M units are able to block in the bridgehead, but with only limited defence strength.

At Roosendaal the probing Americans are soundly defeated by a quick German counterthrust and all are destroyed to the satisfaction of the German High Command. Their backs may be against the wall, but their sting is strong.

Allied Player Turn

The Americans smash into the Piave line, casulties are horrendous but Churchill willingly fills up the breaches with dead cardboard, a trick he learnt from Stalin on a visit to Moscow. Two breaks are made to the groans of dismay from Berlin.... At Trento, the Poles, Indians, Springboks and Kiwis assault the mountain fortress with the help of massed USAAF ground support. The criticality of this sector cannot be understated as behind trento there are no troops until Innsbruck, so the Luftwaffe again sacrifices itself in air combat. At 4:1 odds, an EX is the result and the poles graciously take the losses to allow motorised units to press into the mountains and onto the outskirts of Innsbruck. The Alps a barrier? Only if defended!

On the Westwall, the remaining training and reserve units south of Baden are cleared away by the Allies, only a lonely looking 21st SS Mtn cadre is left.

At Pforzheim an Anglo-French attack gets an exchange on the defenders. The German High Command can only pray for more of these results to slow the British down..... At Montmerdy British Armour eats up a SS/Heer Corp while the last pockets of resistance in Paris and northern France are mopped up. Osteende is cleared while US Army starts to clear Belgium. Fighting is fierce right across the frontline with the Germans generally coming off second best. DH result occur east of Charleroi and in Brussels itself where the Belgian capital is taken thanks to combat engineers - again more than 50% of Aircraft were aborted or killed by defensive AA! At Roosendaal an attack goes off poorly planned and half the assaulting forces are massacred to the chagrin of SHAEF.

In the exploitation phase, the Czechs race down the Swiss border to be 32 miles short of Augsburg while British Armoured and recon units race to Ulm. The bulk of the British Mechanised/Motorised units cross the Rhine while at Montmerdy the survivors of the earlier battle are overrun and the British units push north into the Ardennes to just south of Liege.

< fortsettes >

KOM PÅ DEFCON – 17. TIL 18. FEBRUAR!

DATOLISTEN

Lørdag 17/2- søndag 18/2:	DefCon V-2000 (aka 2001.1)
Lørdag 24/2:	Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen
Søndag 25/2:	Oslo Spillforum
Fredag 9/3 – søndag 11/3:	Spillskaper-samling i Norske Rollespills regi
Søndag 25/3:	Oslo Spillforum

PHOBOS
Medlemsblad for Ares – forening for simuleringsspill (Bjølsen + Blindern) *Gratis til medlemmene!*
Redaksjon:
Johannes H. Berg, Herman Ellingsen, Trond Jansen
Bidrag kan også leveres via Thomas Refsdal på Blindern
Utkommer hver 2. og 4. onsdag i måneden
(unntatt til 4. onsdag i desember)

Vi skal ikke ta den vanlige «*her skulle* ***ditt*** *innlegg ha stått*»-rutinen nå, men nøyer oss med å slå fast at vi som vanlig har nok av plass i PHOBOS…